

Multimedia Tools and Applications - Springer
Special Issue on
"Immersive Media Experiences"
CALL FOR PAPERS

1. Scope

Immersive media have the potential for strong impact on users' emotions and their sense of presence and engagement. Increasingly, technology supports capturing, producing, sharing and accessing information from users' own perspectives and experiences, over the Internet, in social media, and through video on demand services using iTV. The large amount of available content and devices for capturing, viewing and sensing, many of them portable and offering tremendous opportunities for immersion, user participation and personalization, provide the ground for the new participatory paradigm where users are engaged in more realistic environments with an increase in their sense of belonging. The integration of different media formats, including 3D content, panoramic displays, multiviews, as well as the possibility of delivering and accessing content through different communication vehicles, contribute also to the development of this new paradigm and enable novel perceptual user experiences that provide more realistic, engaging, joyful and immersive involvement.

Immersion may be influenced by the integration of different media formats, sensory modalities, surround effects, the use of different communication networks, as well as by including the user in the media chain and making available new personalized and context-aware environments and content. Given the complexity of these emerging media environments, researchers have begun to grapple with the dynamics of contemporary media usage to face the challenges for the design and development of technology and applications that effectively support and realize this immersion potential.

Set in the middle of this media revolution where users expect to interact with and generate content and to experience immersive and personalized environments, this special issue aims to gather state-of-art research contributions that address the broad challenges of immersive media applications, services and technologies providing new and personalized media experiences. We welcome submissions of original papers describing completed and unpublished work not currently under review for any other publication.

2. Topics of Interest

We invite contributions that address themes related to Immersive Media. Appropriate topics include but are not limited to:

- Perceptual Immersion and multisensory interaction (including smell, taste and touch)
- Audiovisual Immersion: 3D, panoramic, multiview, and holographic video, spatial and stereoscopic audio
- Augmented reality enhancing current perception of immersion
- Immersive TV, film and cinema
- Participatory media experiences, including user generated content, collaborative scenarios and crowdsourcing
- Personalization and context-aware adaptation in immersive scenarios
- Enabling technologies and formats
- Immersive media applications
- Emotions and affective interaction for immersive media
- Social aspects in new media services
- Field trials and user studies of immersive media
- Design and evaluation of immersive media experiences

3. Submission Details

Format: All the papers should be full journal length versions and follow the guidelines set out by Multimedia Tools and Applications: <http://www.springer.com/computer/information+systems/journal/11042>.

Submission and Review: Manuscripts should be submitted online at <https://www.editorialmanager.com/mtap/> choosing "Immersive Media Experiences" as article type. When uploading your paper, please ensure that your manuscript is marked as being for this special issue. All the papers will be peer-reviewed following the MTAP reviewing procedures.

Submission Deadline: May 31st, 2014.

4. Guest Editors

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